

BBA YA Longlist Summaries



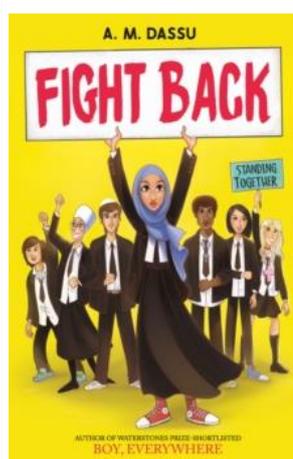
Charity Curtis has the summer job of her dreams, playing the "final girl" at Camp Mirror Lake. Guests pay to be scared in this full-contact terror game, as Charity and her summer crew recreate scenes from a classic slasher film, *Curse of Camp Mirror Lake*.

The more realistic the fear, the better for business. But in the last weekend of the season, Charity's co-workers begin disappearing. And when one ends up dead, Charity's role as the final girl suddenly becomes all too real. If Charity and her girlfriend Bezi hope to survive the night, they'll need to figure out what this killer is after.



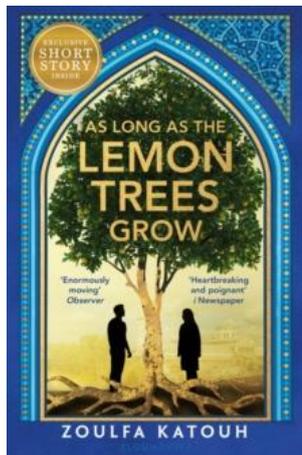
Join a deadly hunt fuelled by love, revenge and pure adrenaline to find a legendary ring and break the curse!

Tamsin Lark has always been a Hollower, a treasure hunter, and when rumours swirl about a powerful ring from Arthurian legend that can break her brother's curse, she embarks on her deadliest hunt yet. But she's not the only Hollower who covets the ring and Tamsin is forced into an alliance with the last person she can trust, her rival Emrys. Together, they must journey from underground Boston to the cursed ruins of Avalon where the ghosts of the past await...



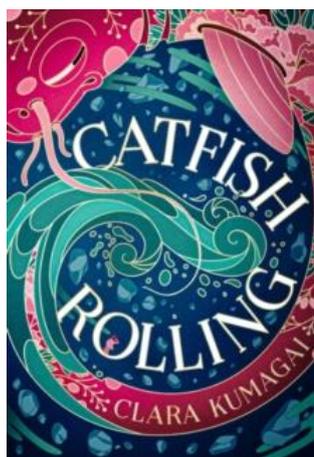
Aaliyah is an ordinary thirteen-year-old living in the Midlands - she's into her books, shoes, K-pop and she is a Muslim. She has always felt at home where she lives, until a terrorist attack in her area changes everything. As racial tensions increase and she starts getting bullied, Aaliyah decides to begin wearing a hijab - to challenge how people in her community see her. But when her school bans the hijab and she is intimidated and attacked for her choices, she feels isolated. Soon Aaliyah realises that other young people from different backgrounds also struggle with their identity and feel alone, scared and judged.

Should she try to blend in - or can she find allies to help her fight back? Channelling all of her bravery, Aaliyah decides to speak out. Together, can Aaliyah and her friends halt the tide of hatred rippling through their community?



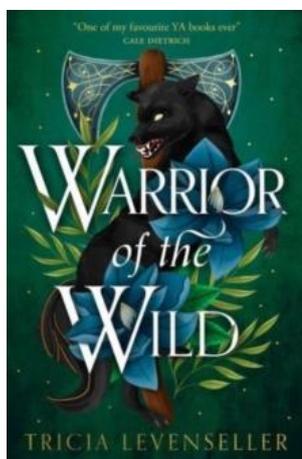
A year ago, before the revolution, Salama watched her brother marry her best friend, Layla, and wondered when her own love story might begin. Now she works at the hospital - helping those she can, closing the eyes of those she can't.

Layla and her unborn baby are all Salama has left. Unless you count Khawf. But he's a hallucination; a symptom of the horrors she's seen. Every day he urges Salama to leave. Every day she refuses. Until she crosses paths with Kenan, the boy with the vivid green eyes, who wants to stay and risk his life for everything Syria could be.



There's a catfish under the islands of Japan and when it rolls the land rises and falls. Sora hates the catfish whose rolling caused an earthquake so powerful it cracked time itself. It destroyed her home and took her mother. Now Sora and her scientist father live close to the zones - the wild and abandoned places where time runs faster or slower than normal.

Sora is sensitive to the shifts, and her father recruits her help in exploring these liminal spaces. But it's dangerous there - and as she strays further inside in search of her mother, she finds that time distorts, memories fracture and shadows, a glimmer of things not entirely human, linger.



As her father's chosen heir, eighteen-year-old Rasmira has trained her whole life to become a warrior and lead her village.

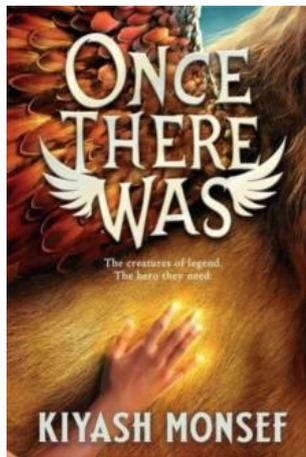
But when her coming-of-age trial is sabotaged and she fails the test, her father banishes her to the monster-filled wilderness. To win her way back into her community, she is forced to embark on an impossible quest: she must kill the oppressive god who claims violent tribute from the villages each year - or die trying.



Veronica wakes up trapped with four strangers in a sprawling manor house in a snow storm with a dead body and a mystery right out of an Agatha Christie novel.

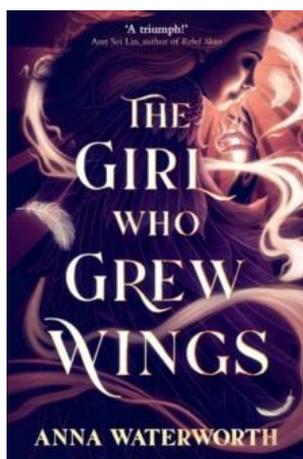
It feels so real - but it isn't. This is VR and this is THE Game; a rumoured Easter Egg hidden in other VR games that draws you into a competition for a prize beyond your wildest dreams. And there's no escaping the VR world until the Game is won. But while Veronica and her fellow players are trying to figure out the puzzle, something is not right in the VR world. Blackouts, glitches, NPCs acting strange, and a mysterious figure haunting their footsteps.

Without warning, the game Veronica thought she was playing gets overshadowed by a much darker, and much more real, mystery.



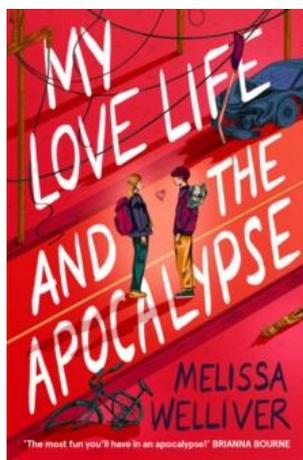
Once was, once wasn't... So began the stories Marjan's father told her as a little girl – tales of mythical beasts that filled her with curiosity and wonder: Griffons. Unicorns. Dragons.

But Marjan is not a little girl anymore. After her father's sudden death, she is trying to hold it all together: her schoolwork, her friendships and her dad's struggling veterinary practice. But a mysterious visitor soon reveals that Marjan's father was no ordinary vet. The creatures from his stories are real – and he travelled the world to care for them. Stepping into a secret world hidden in plain sight, where magical creatures are bought and sold, treasured and trapped, Marjan must take her father's place. The deeper in she gets, the closer she comes to a shocking truth that will put both humans and beasts in terrible danger.



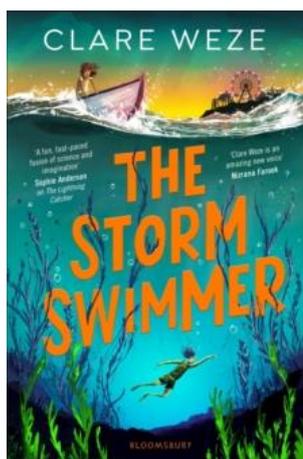
In the citadel of Appollis, the Gods bestow single gifts on a chosen few. Icari has always known she's a Healer, while her twin sister, Sephie, is cast as an Embalmer, despite showing early promise as an Alchemist - a secret the sisters keep to themselves for possessing two skills is punishable by death.

While Sephie learns how to wrap the dead, Icari eases the suffering of others, including a charismatic enemy prisoner called Caszeil. And it's to Caszeil that Icari turns when demons rise up from the Underworld and kidnap her sister. With his help, perhaps she can rescue Sephie. Even if this means growing wings.



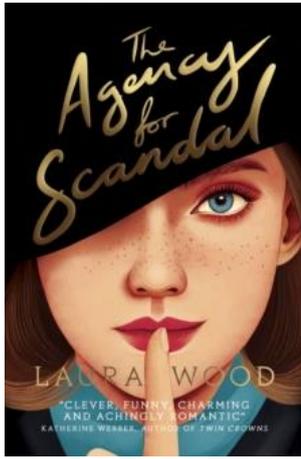
Planet earth sucks. Humans have gone and cities are empty, looked after by bots. But not all robots are machines. Echo is part-human, his heart ruled by an unreliable E-Mote chip which means he's pretty much a normal boy surviving on canned beans. Living his best life.

Then a space-pod crash-lands in his neighbourhood with a girl on board. Pandora. She's his last hope, and apparently he's hers - if they really are all that's left alive.



Summer was supposed to be Ginika's time for fun, friends and fairs. But instead she's been sent to live at the dead-end seaside boarding house her grandparents run. Even though her parents say it's just for a little while, she can't help feeling abandoned and heartbroken to be missing out on everything she loves back home. And then she meets Peri. He leaps and dives through the water like a dolphin and he talks like a burst of bubbles.

Peri is not exactly a mermaid, but he's definitely something Ginika's never seen before. His family is far away too, but unlike Ginika, he loves his independence. As Ginika shows Peri her world, she starts to feel free as well. They don't need anyone else when they've got each other.



Eighteen-year-old Isobel Stanhope is keeping a lot of secrets. There's the fact that she's head over heels in love with a Duke who doesn't know she exists; there's the fact that her family is penniless but nobody in society knows about it; and then there's her job at the Aviary, an investigative agency run by women that specializes in digging up scandal on powerful men.

When Izzy finds herself pulled into a case that involves gaslighting, blackmail, and missing jewels, can she and her friends untangle the web of secrets and lies to uncover the truth and protect the innocent?

